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Printed in China.

Package contains one game on one game card. Made in Taiwan.

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#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.  
Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.



## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Inserting the N-Gage™ Game Card

### Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



### Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig.1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically. (Please ensure the auto-start feature is enabled on your game deck)





## Starting a game


### Nokia N-Gage™


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

### Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

*Note: Do not use the USB port during gameplay.*

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## SPIDER-MAN 2 CONTROLS

### - 2D LEVELS

- Press Controller **Key Left** and **Right** to move left and right.
- Press Controller **Key Up** and **Down** to move up and down.
- Press Controller **Key Down** (in standing position) to make him crawl.
- Press Controller **Key Up** to make him stand again.
- Key 5:** Jump/Web Swing. Press **Key 5** once to jump in the air. Press **Key 5** again quickly to begin swinging. Repeatedly press **Key 5** to continue swinging.
- Key 3:** Grab Web—use with Controller **Key Up** to swing up to ceilings or swing on pivot points.
- Key 1:** Shoot Web Weapon.
- Key 7:** Punch Combos (also useful for breaking windows to get into buildings).
- Key 5 then Key 7:** Jump Kick.
- Controller Key Down then Controller Key Right/Left then Key 7:** Uppercut—the most powerful punch (necessary to beat some of the bosses).
- Key 6:** To take a photo, press **Key 6** quickly when prompted by onscreen instructions. You only have a few seconds to catch the shot!
- Select Keys:** Bring up the Pause Menu.
- Spin Point:** Position yourself at the proper distance from the Spin Point (this takes some practice) facing towards the Spin Point.
- Press **Key 3 + Controller Key Up** and the web will hook to the Spin Point. While spinning, use **Controller Key Up** and **Down** to shorten and lengthen your line to grab Power-ups in the air.

### - 3D LEVELS

- Key 5:** Sling web, move forward.  
Press **Key 5** at the bottom of Spider-Man's swing (right before he would have swung his web automatically) to increase speed. If you time your websling correctly, the speed meter will flash green and the notch on the speed meter will move to the right. If you don't time your web shot correctly, the speed meter will flash red and the speed will not increase.
- Controller Key Right and Left:** Gradually turn right or left.
- Controller Key Up:** Increase altitude slowly.
- Controller Key Down:** Decrease altitude slowly.
- Controller Key Down then Key 7:** Fast dive.
- Controller Key Right or Left then Key 7:** ~90-degree turn—necessary to win some levels.
- Controller Key Down then Up then Key 7:** Reverse direction (to pick up Power-ups you missed—if you have time!).

### MENU CONTROLS

- Controller Key Up and Down and Controller Key Left and Right** move you through menu items to select.
- Key 5:** Select the currently highlighted menu item.
- Select buttons:** Will execute the functions as they are labeled.
- Key 5:** Will also let you skip through intro movies and continue forward through game instructions.

**OUR HERO SPIDER-MAN FACES OFF AGAINST THE BRILLIANT BUT MAD DOC OCK WHO BLAMES SPIDEY FOR A FAILED EXPERIMENT THAT HAS HUMILIATED HIM. NOW THE CRAZED SCIENTIST SEEKS THE ULTIMATE REVENGE, BUT WHAT FOUL DEEDS IS HE CONJURING?**

**OUR FAVORITE WEBHEAD, ALONG WITH AUNT MAY, HARRY OSBORNE, AND MARY JANE, WILL SOON FIND LIFE CHALLENGING WHETHER HE IS PETER PARKER OR YOUR FRIENDLY NEIGHBORHOOD SPIDER-MAN!**

## MAIN MENU



### START

Select "Start" to begin Spidey's adventure. From the Start Menu, select a game slot to use, and then use the Control Pad to enter 3 initials to name the game. If you select a save slot with an existing game, you will be asked if you wish to replace it. Note that replacing a saved game will permanently delete it! Once you have a game named, select it and the intro movie will begin!

### LOAD GAME

From the Load Menu you can load and play a previously saved game. Upon loading a saved game, you will start at the beginning of the level you last attempted. You can also choose to erase any of the previously saved games.

### OPTIONS

From the Options Menu you can:

- Adjust sound effects volume
- Adjust music volume
- Choose the language in which to display game text
- View high scores
- Change key configuration
- View the game credits
- Reset all game data (erase all saved games and changed settings)

### SECRETS

This menu option allows access to a multi-page list of the goodies you unlock while playing the game. Select Unlocked items to access. Unlocked Power-ups such as extra armor can be toggled on and off with Controller **Key Left** and Controller **Key Right**. Unlocked pictures can be viewed by pressing **Key 5**. Select a locked secret and press **Key 5** to see what you can earn for that secret and how to unlock it.

When you've unlocked a secret it will show up in the Secrets Menu. You can toggle the unlocked item on and off if it is an attribute (like strength, armor or level unlock) or you can view the unlocked item if it is a picture. If it is an unlocked 3D level, you can access that level to play it again.

Here are the goodies you can unlock and how to unlock them:

- Complete the game to unlock all the game levels.
- Complete the game with 150,000 points to earn a strength upgrade.
- Collect all the spider tokens to earn an armor upgrade.
- Take all the photos in any one level to unlock a special picture—each level has a different picture.
- Take all the photos in all levels to unlock a picture.
- Complete a 3D level to unlock it so you can play it again anytime to improve your score.
- Complete a 3D level within a certain time limit to unlock an alternate version of that level.

### N-GAGE™ ARENA

Players may upload high scores as well as their racing times from all 5 3D levels to N-Gage Arena where they can be viewed by other players and compared to their scores. You must have active phone service and a SIM card installed in your N-Gage game deck in order to activate and use the N-Gage Arena. See N-Gage Arena section in this user guide for more details.

### PAUSE MENU



Press one of the select buttons during game play to access the Pause Menu. The Pause menu displays the status of your current level such as how many hostages you've rescued or how many toxic barrels you've found, and how many remain. It also displays the number of Power-ups you've collected, how many photos you've taken and how many lives you have remaining. You can quit the game from the Pause Menu. Also, if you have completed the game and have engaged Level Unlock from the Secrets Menu, you will be able to scroll through all levels from the Pause Menu and skip to any level you want.







## ON-SCREEN DISPLAY 2D



### LIVES:

The player's remaining number of lives is displayed in the upper left corner of the screen, next to Spidey's mask. The number of lives appears at the start of a level, when you gain a life, when you respawn after losing a life or when you re-enter game play from the Pause screen.

### WEB-UP:

This icon represents the current Web-up weapon in your possession and the number of shots remaining.

### SPIDER-SENSE:

If there is danger, a secret, or a mission objective nearby, your Spider-sense flashes around Spidey's head.

### SCORE:

The score counter in the lower right part of the screen keeps track of the points you've earned during your adventures. You get an extra life for every 30,000 points earned!

### CLOCK:

You have 10 minutes to finish each 2D level. Keep an eye on the clock in the lower left part of the screen.

### HEALTH WEB:

Spidey's Health meter is the spider web in the lower left corner of the screen. Each triangle in Spidey's web is a point of health. Once the whole web is empty, Spidey loses a life.

### CAMERA:

When this icon appears onscreen, you have five seconds to take a picture (by pressing **Key 6**). Spider-Man will then take a picture that he can sell as Peter Parker to the Daily Bugle Press. You can view any photos you've taken while you are still in that level by going to the Pause Menu and then selecting "View Photos." The photos you took in that level are only available while you're in that level. Once you move on, those pictures are gone. Each photo taken gives you bonus points.

If you find all of the photo ops in a level and successfully take all of the pictures, you will unlock a special picture in the Secrets Menu.

### ENEMY HEALTH:

The enemy health bar appears at the bottom center of the screen when fighting boss characters. Keep an eye on it to see how close you are to defeating the boss!

### LIVES AND HEALTH:

If Spidey receives too much damage in combat, he'll lose a life. If you have any lives remaining, Spidey will respawn at the last save spot in the level with renewed health. If Spidey dies with no lives left, it's Game Over. You can retry the current level by selecting your saved game using the Load Game option in the Main Menu.

Remember to pick up extra lives and health Power-ups throughout the levels to prepare Spidey for more bad guy bashing. If Spidey has his full health, he won't pick up a health Power-up.

Luckily, when Spidey starts a new level, he will begin with full health and a full count of Web-ups.

### POWER-UPS

#### RED HEALTH-UP:

Regenerates 25% of Spidey's health. If Spidey is at full health, this Power-up will do nothing.

#### BLUE HEALTH-UPS:

Regenerates 50% of Spidey's health. If Spidey is at full health, this Power-up will do nothing.

#### LIFE-UPS:

These give Spidey one additional life. Life-ups are located in very out-of-the-way places in the levels. Spidey also gains an additional life for every 30,000 points you earn during game play.

#### INVULNERABILITY:

Activating this Web-up makes Spidey temporarily invulnerable to all attacks.

#### ARACHNID STRENGTH:

For a limited time, Spidey is granted increased strength and causes significantly more damage to his enemies.

### WEB-UPS

When Spider-Man gets a Web-up, he can fire a special web attack using Key 1. If Spidey already has a web Power-up and he gets another, the previous one is dropped. Web-ups are carried from level to level.

#### POWER WEB:

The basic Web-up available to Spider-Man. Allows Spidey to fire a hardened web ball that causes damage to a single opponent.

#### STICKY WEB:

Spidey launches a ball of sticky webbing that can capture an enemy, rendering them harmless.

#### WEB SHIELD:

This Web-up forms a shield that blocks all attacks for a short time. Spider-Man is immobile while the Web Shield is in use; however, nearby enemies take damage when he breaks out of his cocoon.

#### NET BLAST:

The Net Blast casts a web-line that drags an enemy close to Spidey and then immobilizes them. The web-slinger can take his time with the captured bad guys after using this Power-up.

## ON-SCREEN DISPLAY 3D

### WAYPOINTS:

Waypoints are marked by large spider webs strung across the path. The goal of the 3D levels is to swing through the streets to get to Spidey's next destination as fast as possible. Spidey must make it to each waypoint before the countdown clock ticks down to zero.

The end waypoint is a special blue web with a red spider. It marks the end point of your mission.

### LIVES:

Your remaining number of lives is displayed in the upper left corner of the screen, next to Spidey's mask. The number of lives appears at the start of a level, when you gain a life or when you respawn after losing a life.

### COUNTDOWN CLOCK:

In the center of the screen at the top, this displays how many seconds you have left to get to the next spider web waypoint. If the clock ticks down to zero before you hit the next waypoint, Spidey loses a life. If Spidey still has lives left, he starts over again at the beginning of the level.

### LEVEL CLOCK:

Spidey's total time elapsed for the level is displayed in the upper right-hand corner. Complete the level super fast to unlock access to an alternate version of this level in the Secrets Menu!

### SPEED METER:

At the bottom of the screen is the speed meter which displays Spidey's speed and indicates when his speed is increasing or decreasing.

[ 10 ] Spidey will websling automatically but at the slowest speed. In order to stay alive in more difficult levels you will need to increase Spidey's speed. Press



Key 5 to websling at just the right time at the bottom of Spidey's swing (right before he would swing again automatically) to increase Spidey's speed. If you time your websling right, the speed meter will flash green and Spidey's speed will increase by 1 notch from the left. If you mis-time your websling, Spidey's speed will decrease. Also if you collide with a building, Spidey will stop altogether.

### SILVER SPIDER TOKENS:

Each Spider is worth 500 points. Collecting all of the Silver Spiders on the level will give you a special reward!

### LIFE-UPS:

These give Spidey one additional life. Life-ups are located in challenging places in the levels.

### BLUE SPEED BOOSTS:

The blue up arrows are speed boosts. Picking them up increases Spidey's speed. You'll see the speed meter flash green and your speed go up a notch.

### PHOTO ICON:

Pick up all the photo icons in a level to unlock a picture in the Secrets Menu!

### SCORING:

Score is not displayed onscreen but you get points for each Spider Token and each Photo Icon picked up. And the faster your time, the higher score you will be awarded at the end of the level!

## HELPFUL TOOLS



KEY CARDS:

Most doors are unlocked, but on some levels, some of the doors require a key card. The key cards are hidden throughout the level. Walk over a key to acquire it and when you reach the door that requires that key, the door will be unlocked when you attempt to enter it.



SPIN POINTS:

Spider-Man can attach his Web-line to these points and "spin" around them to capture Power-ups that are floating in mid-air. He can then use the Spin Points to launch himself into the air and get to even more hard-to-reach places. While spinning, press Controller Key Up or Controller Key Down to move Spidey closer to or further from the Spin Point.



SILVER SPIDERS:

Each Spider is worth 500 points. Collecting all of the Silver Spiders on the level will give you a special reward!

## ENEMIES



HAND-TO-HAND THUG:

These bad guys attack Spider-Man at close range with the brute force of their fists.



GRENADE THUG:

These hired goons love to hurl bombs at Spidey. Use any means necessary to avoid getting hit by the grenades they throw, and then move in to attack! These nasty fellows fire weapons of all kinds at Spider-Man. However, they do pause to reload their weapon before firing again. Time your attacks just right and you may get to them before they get to you....



PROJECTILE THUG:



HUNTER KILLER UNITS:

These nasty little robots track Spider-Man by detecting his arachnid DNA.

## GAME PLAY

### BOSSSES



MYSTERIO:

Mysterio is a genius when it comes to gadgetry. He has used mechanical springs to "disappear," an electrically charged cape, and electronic animals. The corrosive acid he stores in his gloves comes in handy whenever there is webbing that needs to be dissolved. A master of illusion, who often relies in part on hypnosis, creates images so real that they can even confuse Spider-Man's Spider-sense at times.



LIZARD:

The Lizard is stronger than the Wall-Crawler, possesses rock-hard skin that Spidey nearly breaks his hands on, and has claws that make him Spidey's equal at scaling vertical heights. The Lizard can speak, but extended periods as a reptile erodes his intellect and often reduces him to snarls. What type of lizard his mutation is based on has never been clear, but he has stated that water is his natural element, so it's likely a crocodilian of some sort.



SHOCKER:

The Shocker's foam-lined, synthetic fabric costume absorbs all vibrations and establishes a vibrational shield that deflects normal blows and allows him to slip from almost any grasp. His suit's vibro-shock units trigger a pump-action compressed air mechanism that releases a series of rapid-succession, high-pressure air blasts through his gauntlets. From a distance, the air blasts he sends out can easily crumble solid concrete and severely damage the human body.



RHINO:

Rhino's skin is almost indestructible. He has great strength and bulk and a devastating "charge" attack. His tough and sharp rhinoceros horn can cause major damage. Rhino has limited maneuverability. He is vulnerable to gas and has one "chink" in his tough armor....



DOC OCK:

Dr. Otto Octavius blames Spider-Man for the failure of his experiment and for the horrible mutation that happened as a result. Each arm can lift up to 3 tons assuming he is adequately braced with one or more remaining arms. With the use of his arms, Ock can move very quickly, and climb almost any surface. Dr. Octavius is the world's leading authority on nuclear radiation and its effect on animal physiology. A brilliant engineer and inventor, he is also a superb strategist and a charismatic leader.

## OBSTACLES

Spider-Man will face numerous traps and dangerous obstacles in the environments that are hazardous to his health:

Toxic gas  
Exploding mines  
Falling debris  
Spikes  
Acid  
Toxic water areas  
Toxic sludge areas  
Crushing pistons  
Poison dart launchers  
Poison gas bombs  
Subway trains  
Lasers  
Steam vents  
Barriers that are too slippery to climb

## LEVELS

### LEVEL 1 — OCK'S LAB — 3D:

The Daily Bugle Press, including Peter Parker, has been invited Dr. Otto Octavius' lab where he will demonstrate his new invention. Peter dons his Spidey costume to websling through the city streets to get there fast!

### LEVEL 2 — RESCUE — 2D:

The explosion of Doctor Octavius' failed experiment has caused a panic around the city. Stop looters and thugs, while rescuing people from burning buildings before it's too late.

### LEVEL 3 — LIFE'S A GAS — 2D:

Mysterio has unleashed his hired goons on Spidey. To top it off, a poisonous gas is spreading through the building! Spidey must vanquish the thugs and stay ahead of the gas cloud to escape with his life!

### LEVEL 4 — MYSTERIO — 2D:

Spidey and Mysterio face off head-to-head. Spidey must win because he has more crime-fighting ahead of him....

### LEVEL 5 — DAILY BUGLE PRESS — 3D:

Time for Peter to get back to the Daily Bugle Press fast to tell his boss, Jonah Jameson about Doctor Octavius's horrible accident.

### LEVEL 6 — TOXIC WASTE:

It looks like the bad guys are planning to use hazardous waste in green barrels to poison the city's water supply. Spidey must head down into the sewer system and destroy all of the green poison containers before they can be used.

### LEVEL 7 — SEWER DEPTHS:

Following the trail of hazardous waste leads Spidey deeper into the sewer system. Spidey must destroy as many barrels of hazardous waste as possible and find out who is behind this dastardly deed.

### LEVEL 8 — LIZARD:

The Lizard is stronger than the Wall-Crawler, possesses rock-hard skin that Spidey nearly breaks his hands on, and has claws that make him Spidey's equal at scaling vertical heights. Spidey's got a tough fight on his hands....

### LEVEL 9 — THEATER — 3D:

Mary Jane landed a lead role in a new play! But uh-oh! It's almost show time! Spidey has to swing through the city to get to MJ's play before the curtain goes up!

### LEVEL 10 — THE UNDERGROUND:

The theater was almost destroyed by Shocker! Spidey follows Shocker down into the subway. Shocker will shake the subway to pieces unless Spidey finds him and stops him!

### LEVEL 11 — HOSTAGE STATION:

Shocker and his lackeys have taken hostages in the main subway station. Spidey must rescue the hostages first before going after Shocker himself.

### LEVEL 12 - SHOCKER:

Spidey's in for some nastier-shocks in battling this formidable foe!

Hint: Using a charged web weapon can bring the house down on Shocker in time for your next curtain call.

### LEVEL 13 — SEE THE MAYOR — 3D:

The Mayor is giving a press conference at the old oil refinery to talk about new power sources for the city. Spidey suspects there will be foul play. He swings through the city to get there as fast as possible.

### LEVEL 14 — BOMBS AWAY:

Spidey was right of course! The Rhino's henchmen have planted time bombs throughout the oil refinery scaffolding. Spidey must find all the bombs, making his way to the top of the massive structure.

### LEVEL 15 — MAIN COMPLEX:

Spidey is inside the Refinery's main complex where there are still more explosives. Spidey must defuse more bombs while making his way through the refinery to find Rhino.

### LEVEL 16 — RHINO:

Rhino's skin is almost indestructible. Spidey will need to find Rhino's only vulnerability and avoid Rhino's charges in order to bring him down.

### LEVEL 17 — TRACKING OCK — 3D:

Mary Jane has been kidnapped! Swing through the city to get to Doc Ock's secret lab as fast as possible to stop Doc Ock and rescue Mary Jane.

### LEVEL 18 — OCK'S DOCK:

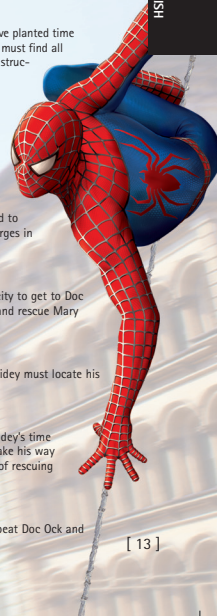
Doc Ock's secret lab is somewhere on the docks. Spidey must locate his lab to rescue Mary Jane.

### LEVEL 19 — OCK'S LAIR:

Doc Ock has created a horde of robots to occupy Spidey's time while he sets his big plan in motion. Spidey must make his way through Ock's labyrinth of a lab intact in the hopes of rescuing Mary Jane.

### LEVEL 20 — FINAL SHOWDOWN:

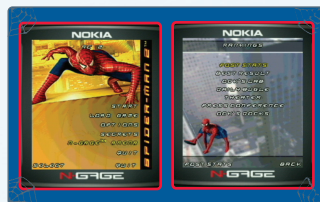
This is it! The final showdown. Can Spidey not only beat Doc Ock and save MJ, but get Doc Ock to change his evil ways?







## N-GAGE™ ARENA



First, you will need phone service through an active SIM card in your N-Gage game deck to access N-Gage™ Arena.

Before you use N-Gage Arena, you will need to configure your N-Gage game deck with the right connectivity settings. You can do this in two ways: 1) contact your mobile service provider, who will inform you of how to configure your settings, or 2) go to the following website:

[http://arena.n-gage.com/n-gage/web/en/support/support\\_gamedeck\\_settings.jsp](http://arena.n-gage.com/n-gage/web/en/support/support_gamedeck_settings.jsp) and input your information accordingly, which in turn, will automatically send you messages with your settings that can be saved to your device.

After your N-Gage game deck has been configured, launch Spider-Man 2 and from the Main Menu, you will see N-Gage Arena as a selection. Choose the selection, which will automatically activate your connection type.

Once you are in the N-Gage Arena login screen, you will be able to either login with an existing N-Gage™ Arena username and password, or register for a new one. Please note that once you register an N-Gage Arena account via Spider-Man 2, your N-Gage game deck will be permanently associated with that username and password.

Players may upload high scores as well as their racing times from all 5 3D levels to N-Gage Arena where they can be viewed and compared by other players.

## N-GAGE™ SPIDER-MAN 2 THE GAME CREDITS

### BACKBONE ENTERTAINMENT / DIGITAL ECLIPSE

Developer of Spider-Man 2

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Senior Producer - Liz Stuart

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3D Lead Programming - Allan Simonsen, Teo Hung Song

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## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

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## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

## N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at [arena.n-gage.com](http://arena.n-gage.com).

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See [arena.n-gage.com](http://arena.n-gage.com) for more details.

Please refer to [arena.n-gage.com](http://arena.n-gage.com) for game play instructions.

## Register Your Game Online

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

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